IBoardLoader + LoadBoard() + LoadFromConfig() + SaveBoard() **IBoard** + GetNodeType() + GetAllNodesType() + GetNodesCount() + GetSamePieceTypeNodeIndexes() + GetBoardState() + GetPlayerPiecesOnTable() + GetPlayerPiecesToPlace() + AddPiece() + MovePiece() + RemovePiece() and 8 more... **Board** # m_nodes # m_boardState # m_playersPieces + Board() + Board() + Board() + GetNodeType() + GetAllNodesType() + GetSamePieceTypeNodeIndexes() + GetNodesCount() + GetBoardState() + GetPlayerPiecesOnTable() + GetPlayerPiecesToPlace() and 14 more... # CanRemovePiece() # GetNodeFromIndex() # GetIndexFromNode() # CountSamePiece() DiagonalsBoard NormalBoard + DiagonalsBoard() + NormalBoard()

+ DiagonalsBoard() + DiagonalsBoard() + GetBoardType() + LoadFromConfig() + LoadBoard() + SaveBoard() + CanBeFullLine() + IsFullLine() + IsWindmillRule()

+ ~DiagonalsBoard()

- + NormalBoard() + NormalBoard()
- + GetBoardType() + LoadFromConfig()
- + LoadBoard() + SaveBoard()
- + CanBeFullLine() + IsFullLine()
- + IsWindmillRule()
- + ~NormalBoard()